



Master Archer

Unity 3d Game Template

Requires **Unity V5.6+**

Supports Android, iOS, WebGL, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game framework. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact us at www.finalbossgame.com. We'll try our best to support you with your questions as soon as possible.

Overview

Master Archer is a fun and challenging game template brought to you by Finalboss game studio. In this game, you are controlling a bowman which is rivaled by another AI-controlled archer. You need to carefully choose an angle for your shot, and then apply enough power to it, in order to hit the opponent with your arrows. The AI opponent also does the same thing in his turn. You need to finish your opponent off as fast as possible, before he does the same to you!



The game accepts both touch and mouse inputs, and thus, can be tested on **Android, iOS, WebGL** and **Stand-Alone** platforms.

This game kit needs no 3rd party plug-ins to work. It runs and builds out of the box. All you need to do is to load the kit inside Unity, set the project on the desired platform and hit "Build" to receive your game in no time!

Monetization

We have integrated AdMob ad system into the kit. You are free to set your own Admob IDs into the AdManager prefab which is also available from within the "Init" scene. AdManager is configured to show a banner ad at all time, while only showing an interstitial ad when the game is pauses or over. You are free to add more events for showing ads.

Game-Play

Master archer is currently using a set of trusted game-play mechanics used in AAA game titles like "*BowMasters*" by *miniclip*. It's easy to learn, fun to play and challenging enough to make the player want to play it again and again. Master archer is a turn-based game. Game controller assign each side a turn to play. When it is your turn, you need to check out the distance to your opponent, then select the appropriate power/angle setting to shoot the arrow. Each successful hit decreases enemy health a little. When its AI's turn, he will calculate the shoot/angle power and will try to hit you based on the difficulty settings of the game. We have 4 difficulty levels:

1. Easy
2. Normal
3. Hard
4. Robin hood

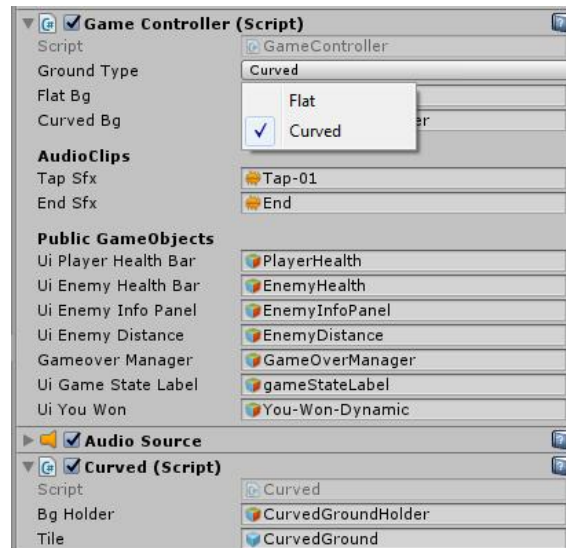
The game is finished when any side of the game loses all his health.

In the next updates of the game kit, we will add new features like power-ups, in-game shop system, new characters, new weapons and new game modes like fruit shot and bird hunts!

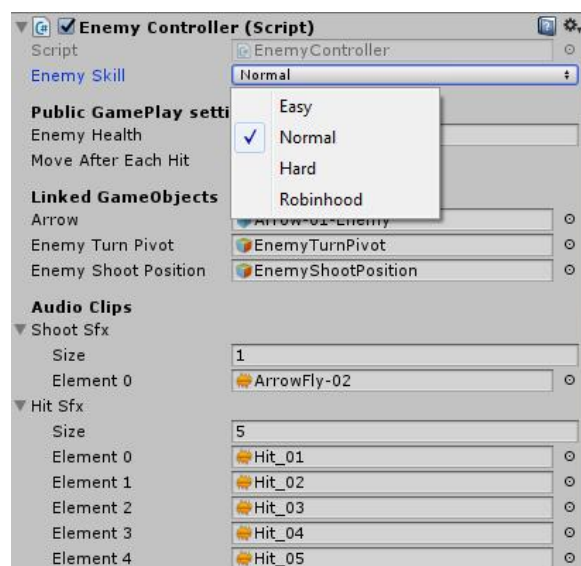
Classes

This game framework uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily guess the dataflow. But we will try to introduce them here at a glance:

- **GameController:** Main game controller class. Game controller is responsible for assigning turns to player and opponent (thus making this game a turn-based one!), setting ground types (to curved or flat types), managing UI elements including health bars and info panels, managing player inputs (on UI), checking for gameover events and post gameover settings.



- **PlayerController:** Main player controller class. This class is responsible for player inputs, rotation, health-management, shooting arrows and helper-dots creation.
- **EnemyController:** Main enemy controller class. This class handles enemy difficulty, enemy health, shoot AI, body rotation, movement and dying sequences.



- **PauseManager:** This class manages pause and un-pause states. Please note that the pause scene is the best place to show your full screen ads. Pause plane is a child of main camera (not the UI camera).
- **CameraController:** Main camera manager. Handles camera movement, smooth follow, starting demo, and limiters. Note that this is the game-play camera. All UI rendering is done by UICamera in another thread.
- **MasterWeaponManager:** A static value holder for different weapon types
- **PlayerLauncherController:** Manages all things related to player arrows after shot. Including starting force, rotation and collisions.
- **EnemyLauncherController:** Manages all things related to enemy arrows after shot. Including starting force, rotation and collisions.
- **trajectoryPointController:** This class changes the scale of helper points and destroys them when there is no input by player.
- **CurvedGround:** This class creates a lot of small (tall/wide) cube objects and by connecting them together, we can build a nice curved ground.
- **TextureScroller:** This class will scroll the background textures based on the movement of main camera to simulate the feel of distance in background layers
- **AdManager:** This is the main AdMob manager class that can be used/modified by you. You can set different IDs for different types of Ads (obtainable from Admob developer panel) And you can define new public functions here and call them later inside your game

Have any questions?

If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

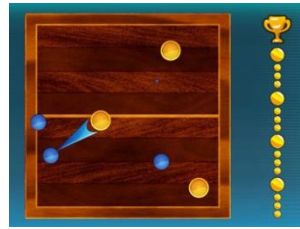
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